Bluguard Maqueen Lite



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Chapter 1: Introduction to Bluguard Maqueen Lite

Bluguard Maqueen is a micro:bit plug-and-play module allows children to learn graphic programming in a most entertaining and fun way. It is nurturing children's logical thinking and programming skills.

Bluguard Maqueen is accessible to both Mind+ and Makecode programming platform now. Mind+ is a graphical programming platform supporting python, Arduino and other platforms. On the other hand, MakeCode programming platform allowing users to execute functions by dragging and snapping the graphical blocks.



Suggest Age: 8 +

Adult supervision is recommended for children under 8 years old.



4-step assembly, Fool Proof

Save efforts for entire-class teaching and leave more time to create and play



1.Install wheels



3.Plug in micro: bit(order separately)



2.Fix battery holder



4.Install ultrasonic sensor







2 Support multiple platforms: Mind+, Makecode, Scratch, Python; grow from zero to hero.





Features:

- Support for Makecode and Mind+ programming platform
- Small size, flexible movement
- All-metal miniature gear motor
- Line patrol, ambient light, LED lights, ultrasonic interface, buzzer, I2C interface, mechanical expansion screw hole, etc
- Exclusive customized POM bearing wheel, strong obstacle crossing ability
- Easy to install, easy to use

Specification:

- Supply Voltage: 3.5V~5V DC (Three AAA batteries or 3.6V~3.7V lithium battery)
- Infrared Grayscale Sensor (High-low level) x 2
- Buzzer x 1
- Infrared Receiver (NEC decoder) x 1
- LED Lights (High-low level control) x 2
- RGB Ambient Light (16 million colours) x 4
- SR04, SR04P Ultrasonic Interface(5V) x 1
- IIC Interface (3.3V) x 1
- Gravity Extension Interfaces (P1, P2) x 2
- N20 All-metal Gear Motor x 2
- Motor Reduction Ratio: 1:150
- Maximum Rotate Speed: 133 rpm
- Motor Drive Mode: PWM motor drive
- Bracket and Protective Cover Extension M3 Screw Hole x 6
- Programming Method: Makecode graphical programming, Mind+ graphical programming (based on Scratch 3.0)
- Dimension: 81mm x 85 mm x 44mm/3.19 x 3.35 x 1.73in
- Weight: 75.55g

Note: micro:bit and the AAA battery are not included

Chapter 2: Import the MakeCode Graphical Library

- 1. Click the link <u>https://makecode.microbit.org</u>, enter the makecode graphical online programming platform and create **New Project**. (Note: Loading will be slow the first time, please wait patiently)
- 2. Import the extensions.



3. Click on the Maqueen's library.



Just click on it.

4. Import completed.



Chapter 3: Read Ultrasonic Distance

In this chapter, users will learn how to use ultrasonic to read the distance of ultrasound. The ultrasonic detects the obstruction in front and the distance will be displayed on the dotmatrix screen in centimeters.

Step of Makecode Graphical Program:

1. Add the block 'forever' (Basic) & 'show number [0]' (Basic). Drag the block 'show number [0]' (Basic) into block 'forever' (Basic).

Search	Q	+ + + +
Basic		forever
O Input		
🞧 Music		
C Led		show number 0
Radio		+ + + +

2. Add the block 'read ultrasonic sensor cm' (Maqueen) and replace it at '[0]'.



3. Go to 'connect device' after connecting micro:bit with cable. Just follow instructions and this step is just one-time setup.

	Connect device		
	Download as file		
9.000	🚱 Help		
Download	Read Ultrasonic Dista ce	8	0

- 4. Click **Download** to transfer your code to micro:bit.
- 5. Move your hand towards the ultrasonic and the micro:bit will show you the distance in cm.

Program Link :

https://makecode.microbit.org/_ghjJuL5gW2kL

Chapter 4: Light Operated Sprite

The car does not move in the darker light, and as the flashlight illuminates the LED, the vehicle's forward speed begins to increase as the intensity of the light increases.

Step of Makecode Graphical Program:

1. Add the block 'forever' (Basic), 'if...then...else' (Logic) and '[0] < [0]' (Logic).



2. For condition 'if', replace left '[0]' with '[light level]' (Input). Change the symbol '[<]' to '[>]' and value another '[0]' to '[80]'.



3. For condition 'then', add the block 'motor [left] move [Forward] at speed [0]' (Maqueen) and replace '[0]' with '[light level]' (Input). Duplicate 'motor [left] move [Forward] at speed [light level]' (Right-click->Duplicate) and change '[left]' to '[right]'.



4. For condition 'else', slot in the block 'motor [all] stop' (Maqueen).

prever		+							
if	light	level) > •	80		then	+		
motor	left 🖣	move	For	ward •	at	spee	d 15	ight l	.evel
motor	right	▼ mov	e Fo	rward	▼ a	at spe	ed 🚺	light	level
else						Θ	+	+	+
motor	all 🔻	stop	+	+	+	+	+		
\odot							+		
		+							

- 5. Click **Download** to transfer your code to micro:bit.
- 6. Flash the light towards micro:bit and Maqueen will move forward else will stop.

Program Link :

https://makecode.microbit.org/_XieA1wc05XHu

Chapter 5: Flash LED Lights

This chapter will teach you how to control the left and right LEDs flash alternately at an interval of 500 milliseconds. Meanwhile, the buzzer makes two different tones with the flashing frequently.

Step of Makecode Graphical Program:

1. Add the block 'forever' (Basic). Add the block 'LEDlight [left] turn '[ON]' (Maqueen) and duplicate it. After duplicate change the '[left]' to '[right]' and '[ON]' to '[OFF]'.



2. Add the block 'play tone [Middle C] for [1 beat]' (Music). Add the block 'pause (ms) [100]' (Basic) and change value '[100]' to '[500]'.

f	orever		+ +	+	+
	LEDlight	left 🔻	turn	on 🔻	+
	LEDlight	right	• turn	OFF -	
	play tone	Middl	e C fo	or 1 •	beat
	pause (ms) 500		+	+
			+ +		

3. Duplicate 2 units block 'LEDlight [] turn []'. Change it to 'LEDlight [left] turn [OFF]', 'LEDlight [right] turn [ON]'. Add the block 'play tone [Middle E] for [1 beat]' (Music) and 'pause (ms) [500]' (Basic).



4. Click **Download** to transfer your code to micro:bit.

Program Link :

https://makecode.microbit.org/_Pyk5piJq5fCH

Chapter 6: Motor Controlling

In this chapter, you will learn how to control the Maqueen moves forward 1 second, turn right 1 second, turn left 1 second, move backwards 1 second and turn right 1 second.

Step of Makecode Graphical Program:

1. Add the block 'forever' (Basic). Next is to add the block 'motor [all] move [Forward] at speed [255]' (Maqueen) and block 'pause (ms) [1000]' (Basic).



2. Duplicate 2 units block 'motor [] move [] at speed []'. Change it to 'motor [left] move [Forward] at speed [255]' and 'motor [right] move [Forward] at speed [0]'. Next is duplicate block 'pause (ms) [1000]'.

forever		+	+	+	+	+	+
motor	all 🔻	move	Forward	▼ a	t spe	ed 2	55
pause	(ms) 1	.000 🔻	+	+	+	+	+
motor	left 🔻	move	Forwar	d 🔻	at sp	eed	255
motor	right	▼ move	Forwa	rd 🔻	at s	peed	0
pause	(ms) 1	000 🔻	+	+	+	+	+
		+	+				

3. Duplicate 2 units block 'motor [] move [] at speed []'. Change it to 'motor [left] move [Forward] at speed [0]' and 'motor [right] move [Forward] at speed [255]'. Next is duplicate block 'pause (ms) [1000]'.

forever		+			
motor	all 🔻 n	iove F	orward 🔻	at speed	255
pause	(ms) 100	90 🔻	+ +	+ +	+
motor	left 💌	move	Forward 💌	at speed	255
motor	right 🔻	move	Forward 🖣	at spea	ed 0
pause	(ms) 100	90 🔹	+ +	+ +	+
motor	left ▼	move	Forward 🔻	at speed	0
motor	right 🔻	move	Forward 🖣	at spec	ed 255
pause	(ms) 100	90 🔹	+ +	+ +	+
		+	+ +		

4. Add the block 'motor [all] move [Backward] at speed [255]' (Maqueen) and block 'pause (ms) [1000]' (Basic).

+ +	+ +	+				
forever		+				
motor	all 🔻	nove F	orward 🔻	at spe	ed 255	
pause	(ms) 10	00 🔹	+ +	+	+ +	
motor	left 💌	move	Forward	→ at sp	eed 25	5
motor	right 🔻	move	Forward	▼ at s	speed	0
pause	(ms) 10	00 🔻	+ +	· +	+ +	
motor	left 🔻	move	Forward	▼ at sp	oeed 0	
motor	right ▼	move	Forward	▼ at s	speed 2	55
pause	(ms) 10	90 🔹	+ +	• +	+ +	
motor	all 🔻	nove B	ackward	▼ at sp	eed 25	5
pause	(ms) 10	00 🔻				

5. Duplicate 2 units block 'motor [] move [] at speed []'. Change it to 'motor [left] move [Backward] at speed [255]' and 'motor [right] move [Backward] at speed [0]'. Next is duplicate block 'pause (ms) [1000]'.

forever
motor all 🕶 move Forward 🕶 at speed 255
pause (ms) 1000 🗸
motor left - move Forward - at speed 255
motor right 🕶 move Forward 🕶 at speed 📀
pause (ms) 1000 🗸
motor left - move Forward - at speed 0
motor right 🕶 move Forward 🕶 at speed 255
pause (ms) 1000 🗸
motor all - move Backward - at speed 255
pause (ms) 1000 🗸
motor left - move Backward - at speed 255
motor right 🕶 move Backward 🕶 at speed 0
pause (ms) 1000 -

6. Click **Download** to transfer your code to micro:bit.

Program Link :

https://makecode.microbit.org/_0w6TE93wTW5d

Chapter 7: Ultrasonic Obstacle Avoidance

This demo will show you how to use the ultrasonic sensor to constantly detect the distance between the Maqueen and the obstacle ahead, if it is smaller than 30cm, Maqueen randomly turns left or right to avoid the obstacle.

Step of Makecode Graphical Program:

1. Add the block 'forever' (Basic) and block 'if...then...else' (Logic).



2. Add the block '[0] < [0]' (Logic) and 'read ultrasonic sensor [cm]' (Maqueen). Replace the value '[0]' with 'read ultrasonic sensor [cm]' and change another '[0]' to '[30]'.



3. Duplicate the step 2 block and change the symbol '[<]' with ' $[\neq]$ ' and value '[30]' to '[0]'.



4. For condition 'if', add the block '[] and []' (Logic). Slot in '[block step 2] and [block step 3]'.



5. Go to (Variables) and make a variable 'strip'. For condition 'then', add the block 'set [strip] to [0]' (Variables). Replace the '[0]' with 'pick random true or false' (Math).

Forever								
if read ultr	rasonic sensor c	m 🗸 🔍 30	and -	read u	ltrasonic se	nsor cm 🔻	≠ ▼ 0	then
set strip ♥ to	pick random t	rue or false	+ + +	+ +	+ +	+ +	+ + +	+ +
else								Θ
•								

6. Add the block 'if...then' (Logic).

f	read ultras	onic sens	or cm ·		- 30		and •		read	d ultr	asoni	: senso	r cm •			2/	>
set st	rip 🔻 to 🤇	pick ran	lom tru	e or fa	lse												
if t	rue 🔹 th	en															
\odot		+	+	+ +	+	+	+	+	+	+	+	+ -	+ +	+	+	+	
lse																	

7. For condition 'if', add the block '[0] = [0]' (Logic). Replace value '[0]' with '[strip]' (Variables) and another '[0]' with '[true]' (Logic).



 For condition 'then', add the block 'motor [left] move [Forward] at speed [255]' (Maqueen), 'motor [right] move [Forward] at speed [0]' (Maqueen) and block 'pause (ms) [800]' (Basic).



9. Duplicate the block of 2nd conditional block 'if'. Change the value '[true]' to '[false]', '[255]' to '[0]', '[0]' to '[255]'.



10. Slot in block step 9 as a new condition. For condition 'else' is add the block 'motor [all] move [Forward] at speed [255]' (Maqueen).

forever					
if read u	ultrasonic sensor 🛛 🖝 🧹	 → 30 and → 	read ultrasonic sensor	cm ▼ ≠ ▼	0 then
set strip ▼	to pick random true or fal	.se			
if strip	▼ = ▼ true ▼ the	n			
motor left	▼ move Forward ▼ at speed	255			
motor right	: ▼ move Forward ▼ at spee	ed 0			
pause (ms)	800 💌				
\odot					
if strip	▼ = ▼ false ▼ th	en			
motor left	▼ move Forward ▼ at speed	0			
motor right	: ▼ move Forward ▼ at spee	ed 255			
pause (ms)	800 🔻				
\odot					
else					Θ
motor all 🔻	move Forward 🕶 at speed	255			
\odot					

11. Click **Download** to transfer your code to micro:bit.

Program Link :

 $\underline{https://makecode.microbit.org/_7Ay2qVeUUPi0}$

Chapter 8: RGB Colourful Breathing LEDs

In this chapter, you will learn how to let the RGB ambient lights at the bottom of the Maqueen show a variety of colours to present a breathing effect.

Step of Makecode Graphical Program:

1. Load the LED strip library from Extensions \rightarrow Neopixel.



2. Add the block 'on start' (Basic). Slot in 'set [strip] to [NeoPixel at pin [P0] with [24] leds as [RGB (GRB format)]' (Neopixel). Change the value '[P0]' to '[P15]' and '[24]' to '[4]'.

on sta	rt		+ +	+	+ +	+	+	+ +	+		· +	+
set	strip 🔻	to	NeoPixel	at pin	P15 🔻	with	4	leds as	RGB	(GRB	format)	•

3. Add the block 'forever' (Basic). Go to (Variables) and make a variable 'R', 'G' and 'B'. Add the block 'set [R] to [0]', 'set [G] to [0]' and 'set [B] to [0]' (Variables).



4. Add the block 'repeat [255] times...do' (Loop). Add the block 'change [R] by [1]' and 'change [B] by [-1]' (Variables). Next, add the block '[strip] show color [red]' (Neopixel) and replace '[red]' to '[red[R]green[G]blue[B]' (Neopixel...more). At last add the block 'pause(ms)[1]' (Basic).



5. Duplicate block step 4. Change the value '[R]' to '[G]' and '[B]' to '[R]'.



6. Duplicate block step 5. Change the value '[G]' to '[B]' and '[R]' to '[G]'.



7. Finally add steps 4, 5 and 6 in block 'forever' (Basic).

on start													
set strip 💌 to	NeoPix	el at	pin	P15	•	with (4 1	leds as	RGB	(GRB	forma	it) -	
	-			-		-	-						
forever													
set R 🕶 to 😕													
set G 🕶 to 😕	1 A A												
set B 🕶 to 🔞	1 A -												
repeat 255 time	s												
do change R 🕶 b	y 1												
change B 🔻 b	w -1	-											
						-		-					
Strip •	show c	010r	rea			green	G	Dine					
pause (ms) 1	-												
repeat 255 time	 ** 												
do change 6 * h													
change 0 0 b													
change k + b			_										
strip -	show o	olor	red	R	2	green	6 -	blue					
pause (ms) 1	-												
do													
change B 🕈 b	y <u>1</u>												
change G 🕈 b	y -1		-										
strip -	show o	olor	red	R		green	6 -	blue	в 🕶				
pause (ms) 1	•												

8. Click **Download** to tranfer your code to micro:bit.

Program Link :

https://makecode.microbit.org/_4DWCPH6ezaRs

Chapter 9: Line Tracking

This chapter will let the Maqueen drive along the black line on the track map. If you don't have a track map, you can make one using black adhesive tape.

Step of Makecode Graphical Program:

1. Add the block 'forever' (Basic) and block 'if...then...else' (Logic).



2. Add the block '[0] = [0]' (Logic) and replace left '[0]' with 'read [left] line tracking sensor' (Maqueen).

read left ▼ line tracking sensor = ▼ 0

3. Duplicate block step 2 and change '[left]' to '[right]'.



4. For condition 'if', add the block '[] and []' (Logic). Slot in '[block step 2] and [block step 3]'.



5. For condition 'then', add the block 'motor [all] move [Forward] at speed [200]' (Maqueen).

forever	+ + +	+ +	+ +	+	+ +	+	+	+ +	+	+	+	+	+ +	+	+
if read	left ▼ line t	racking se	nsor = -	0	and	•<	read	right 🖣	line	track	ing s	ensor	= -	0	then
motor all 🔻	move Forward	▼ at spee	d 200	+	+ +	+	+	+ +	+	+	+	+	+ +	+	+
else															Θ
\odot	+ + +	+ +	+ +	+	+ +	+	+	+ +	+	+	+	+	+ +	-	+

6. To create condition 'else if...then', click on the symbol '+'.

read	left •	line tra	cking sen	sor =	•	0	and 🔻		read	right	•	line	track	ing s	ensor	= -	0	
tor all 🔻	move	Forward 🔻	at speed	200		+ +	+	+	+	+	+	+	+	+	+	+	+	+
if	then																	
+ +	+	+ +	+ +	+	+ •	+ +	+	+	+	+	+	+	+	+	+	+	+	+
2																		
_																		

Just click on it.

7. Duplicate the block of 1st condition 'if' '[----] and [----]'. Slot in condition 'else if' and change the value '[0]' to '[1]' for '[read [left] line tracking sensor]'.

forever	+ + +	+ + +	+ + +	+ + +	+ +	+ + +	+ +	+ + +	+ +
if read	left ▼ line tra	cking sensor =	• 0	and 🔻	ad right 🔻	line tracking	g sensor =	• •	then
motor all 🔻	move Forward 🔻	at speed 200	+ +	+ + +	+ +	+ + +	+ +	+ + +	+ +
else if r	ead left 🔻 line	tracking sensor	= • 1	and \bullet	read right	▼ line trac	king sensor	= • 0	then Θ
else e	+ + +	+ + +	+ + +	+ + +	+ +	+ + +	+ +	+ + +	
\odot									

8. Add the block 'motor [left] move [Forward] at speed [200]' and 'motor [right] move [Forward] at speed [0]' (Maqueen).

											١								
rea	a left ♥ line track	cing sensor				and		re	ad ri	gnt 🔻	110	le tra	CKING	senso				/ t n	en
motor all	▼ move Forward ▼ a	at speed	200																
se if	read left ▼ line t	racking se	nsor	= 🔻	1		and 🔻		read	righ	t 🔹	line	tracki	ng se	nsor) = •			then
motor left	▼ move Forward ▼	at speed	200	+	+	+	+	+	+	+	+	-	+	+	-+-	+	-	+	+
motor righ	t ▼ move Forward ▼	at speed	0																
se																			
	+ + + +		+		+	+-		-		-	+			+		+	-	+	-

9. Create 2nd condition 'else if...then', click on the symbol '+'.

forever		+ +	+ +	+ +	+	+	+	+	+		+	÷	÷	+	+ +	+	+	+	+	÷
if	read left	t 🔹 line tr	racking s	ensor	= 🔻	0	an	nd 🔻 🤇	r	ead ri	ght 🔻	lir	ne tra	cking :	sensor	= 🔻	0	t	hen	
motor	all ▼ mov	e Forward y	• at spe	ed 200																
else if	read	left 🔻 lin	e trackin	ıg sensor	= •	1		and 🛡		read	right	•	line	tracki	ng senso	-	•	0	then	Θ
motor	left ▼ mov	ve Forward	▼ at sp	eed 200		+	+	+	+	+	+	÷	+	+	+ +	+	+	+	+	-
motor	right ▼ m	ove Forward	d ▼ at s	peed 0		+	+	+	+	+	+	÷	+	+	+ +	+	+	+	+	+
else if	then																			Θ
	+ +	+ +	+ +	+ +		+	+	+	+	+	+	+	+	+	÷ +	+	-	+	+	+
else																				Θ
•																				

10. Duplicate the block of condition 'else if' '[----] and [----]'. Slot in condition 'else if' and change the value '[0]' to '[1]'. Add the block 'motor [left] move [Forward] at speed [200]' and 'motor [right] move [Forward] at speed [0]' (Maqueen).



11. Create 3rd condition 'else if...then', click on the symbol '+'. Duplicate the block of 2nd condition 'else if' '[----] and [----]'. Slot in condition 'else if' and change the value '[1]' to '[0]' for '[read [left] line tracking sensor]'.

forever
if read left ▼ line tracking sensor = ▼ 0 and ▼ read right ▼ line tracking sensor = ▼ 0 then
motor all ▼ move Forward ▼ at speed 200
else if read left ▼ line tracking sensor = ▼ 1 and ▼ read right ▼ line tracking sensor = ▼ 0 then ⊖
motor left ▼ move Forward ▼ at speed 200
motor right ▼ move Forward ▼ at speed 0
else if read left • line tracking sensor = • 1 and • read right • line tracking sensor = • 1 then \bigcirc
motor left v move Forward v at speed 200
motor right ▼ move Forward ▼ at speed 0
else if read left ▼ line tracking sensor = ▼ 0 and ▼ read right ▼ line tracking sensor = ▼ 1 then ⊖
else

12. Add the block 'motor [left] move [Forward] at speed [0]' and 'motor [right] move [Forward] at speed [200]' (Maqueen).



13. Create 4th condition 'else if...then', click on symbol '+'. Duplicate the block of 3rd condition 'else if' '[----] and [----]'. Slot in condition 'else if' and change the value '[0]' to '[1]' for '[read [left] line tracking sensor]'.



14. Add the block 'motor [left] move [Forward] at speed [0]' and 'motor [right] move [Forward] at speed [200]' (Maqueen). To remove the condition 'else', click on the symbol '-'.



Just click on it.

15. Click **Download** to transfer your code to micro:bit.

Program Link:

https://makecode.microbit.org/_JmPDo9ArsX7o

Chapter 10: Let's Party

In the last chapter, you will learn to Press Button A to light up RGBs, Press Button B to move Maqueen and Press Button A and B to make Maqueen play sound.

Step of Makecode Graphical Program:

1. Load the LED strip library from Extensions \rightarrow Neopixel.



2. Add the block 'on start' (Basic). Slot in 'set [strip] to [NeoPixel at pin [P0] with [24] leds as [RGB (GRB format)]' (Neopixel). Change the value '[P0]' to '[P15]' and '[24]' to '[4]'.

on sta	rt		+ +	+	4	+ +	+	++	+	+	+	+	+	+
set	strip ▼	to	NeoPix	el at	pin	P15 🔻	with	4	leds	as	RGB	(GRB	format)	•

3. Add the block 'on button [A] pressed' (Input). Duplicate 2 units block and change to '[B]' and '[A+B]'.



4. Slot in the block 'repeat [4] times...do' (Loop) in the block 'on button [A] pressed' (Input).



5. Add the block '[strip] show color [red]' (Neopixel) and add the block 'pause(ms)[500]' (Basic).



6. Add the block '[strip] show color [orange]' (Neopixel) and add the block 'pause(ms)[500]' (Basic).



7. Add the block '[strip] show color [black]' (Neopixel).



8. Add the block 'repeat [2] times...do' (Loop) in the block 'on button [B] pressed' (Input).



9. Add the block 'motor [left] move [Forward] at speed [120]' (Maqueen) and the block 'pause(ms)[3000]' (Basic).



10. Add the block 'motor [all] stop' (Maqueen).



11. Add the block 'play tone [Middle C] for [1 beat]' (Music) and duplicate it in the block 'on button [A+B] pressed' (Input).



12. Add the block 'play tone [Middle G] for [1 beat]' (Music) and duplicate it.



13. Add the block 'play tone [Middle A] for [1 beat]' (Music) and duplicate it.



14. Add the block 'play tone [Middle G] for [2 beats]' (Music).



15. Click **Download** to transfer your code to micro:bit.

Program Link :

https://makecode.microbit.org/_5bcD5CYC2aTe